

SUNBEAM PUNE & KARAD

C interview questions

- 1.Can you explain Flow of execution for C Program?
- 2.Tell me name of five keywords given by ANSI?
- 3.When we should use for and while loop?
- 4.What is array? Which are the limitaions of array?
- 5.What is difference between array and structure?
- 6.What is token? which are the types of token in C?
- 7.What is scope and life time? How many types of scope are there in C?
- 8.What is storage class? How many storage classes are there in c?
- 9.What is scale factor?
- 10.Which arithmetic operations we can perform on pointer?

11.What is function pointer? what is application of function pointer?

12.What is recursion? To use recursion what is prerequisite?

13.In how many ways we can pass argument to function? which are these? When we should use it?

14.What is dangling pointer? how can we avoid it?

15.What is memory leakage? can we detect memory leakage? how can we avoid it?

16.What do you know about function calling convention? Tell me name of few function calling convention?

17.What is difference between declaration and definition?

18.What do you know about function activation record?

19.What is difference between macro and constant?

20.Difference between function and macro?

21.What is datatype? What are the different types of datatypes?

22.What do you know about generic pointer?

23.What is fread and fwrite function?

24.Explain variable argument function?

25.Explain command line argument in detail?

26.What is enum?

27.What is difference between structure and union?

28.Which are the bitwise operators in C language and which bitwise operator is used to swap two number.

29.What is difference between string length and size?

30.How will you accept multiline string in c language?

Data structure interview questions

1.Explain stack with application?

2.Explain queue with application?

3.What are the limitations of linear queue?

4.What do you know about linear and binary search algorithm?

5.Which algorithms use divide and conquer algorithm?

6.Which functions are used to allocate memory dynamically?

7.What is self referential structure?

8.What is linked list? which operations we can perform on linked list?

C++ interview questions

1.Explain major and minor pillars of oops by giving real time example

2.What is difference between structure and class

3.What is this pointer

4.Explain concept of class and object by giving real time example

5.What is the size of object of empty class? Why?

6.What is constructor and which are the types of constructor?

7.What is function overloading?

8.Why return type is not considered at the time of function overloading?

9.What is name mangling and mangled name ?

10. What is extern C?

11.What is the difference between constructors member initializer list and constructors base initializers list?

12.What is default argument and when we should use it?

13.What do you know about mutable keyword in C++.

14.Can we declare constant member function as static? why ?

15.What is namespace? When we should use namespace?

16.What is the difference between terminate and unexpected function ?

17.What is stack unwinding?

18.What exception chaining?

19.Can we throw exception from constructor? Why?

20. Why we should use exception handling in C++.

21. Which are the characteristics of object?

22. What is the difference between malloc and new?

23. What is nothrow?

24. What is destructor? When we should write destructor inside class?

25. Can we overload destructor? Why?

26. Can we call destructor explicitly? If yes then in which condition?

27. What is message passing?

28. What is the difference between pointer and reference.

29. Can you explain, what is Shallow Copy and Deep Copy.

30. What is copy constructor and in which condition it gets called?

31. What is the difference between copy constructor and assignment operator?

32.What is friend function? When we should declare function as a friend and class as a friend?

33.Why friend function do not get this pointer ?

34.Why static member function do not get this pointer ?

35.What is singleton class? Can you give one example of singleton class?

36.What is operator Overloading? Which are the limitation of operator overloading?

37.What is smart pointer?

38.Why we can not overload some operators in any way in C++?

39.What is Converion function and which are conversion functions in C++?

40.What do you know about explicit keyword?

41.Which are the types of hierarchy?

42.Is C++ suport constructor chaining? Why?

43.What is composition? In c++ which alternative is given for composition?

44.What is inheritance? When we should use inheritance?

45.Can you tell me which are the applications of scope resolution operator?

46.Which are the types of inheritance? Explain with example?

47.What is diamond problem? What is solution for it?

48.Which functions do not inherit into derived class?

49.What is interface inheritance and implementation inheritance?

50.What is object slicing?

51.What is upcasting?

52.What is downcasting?

53.What is virtual function?

54.What is function overriding?

55.What is difference between function overloading and function overriding?

56.Can we declare static member function as virtual?Why?

57.Can we declare constructor as virtual? Why?

58.Can we declare destructor as a virtual? What is need?

59.What is virtual function table and virtual function pointer?

60. If class contains virtual function then why it affects on size of object?

61.What is pure virtual function? When we should declare function as virtual and pure virtual?

62.What is RTTI? Where we should use it?

63.Which are the casting operators given in advanced C++?

64.What is the difference between static_cast and dynamic_cast?

65.What is Polymorphism? Which are the types of polymorphism and how can we achieve in C++?

66.What is data security and how can we achieve in C++?

67.What is modularity? and how can we achieve in C++?

68.What is factory method?

69.Why C++ is not pure object oriented programming language?

70.What is run time polymorphism?

71.When we should use has, is-a and use-a hierarchy?

72.In C++, Why functions are not virtual by default;

73.In which case, class is considered as aggregate class?

74.What is anonymous object? where we should use it?

75.What is difference between structure in C and C++ ?

76.What is difference between typedef and reference?